

FIG. 2 is a block diagram illustrating the architecture of an aircraft system, likely a flight deck or cockpit environment. The diagram shows a central processing unit (CPU) connected to various input/output devices and communication systems. Key components include:

- Central Processing Unit (CPU):** Labeled 10, it is the core of the system.
- Input/Output Devices:**
 - ADU (Automatic Display Unit):** Labeled 28, it receives data from the CPU and displays it on the cockpit displays.
 - CDU (Crew Display Unit):** Labeled 26, it is used for crew input and output.
 - CDU L, C, R:** Labeled 26, these are specific instances of the CDU for left, center, and right crew members.
- Communication Systems:**
 - SATCOM (Satellite Communication):** Labeled 34, it enables communication with ground stations.
 - HF (High Frequency):** Labeled 16, it is used for long-range communication.
 - DEU-1, DEU-2 (Data Entry Unit):** Labeled 14, these are used for data entry and control.
- Navigation and Control Systems:**
 - ACMS (Airframe Control and Monitoring System):** Labeled 12, it monitors and controls the aircraft's systems.
 - FMC (Flight Management Computer):** Labeled 18, it manages the flight plan and navigation.
 - FCC (Flight Control Computer):** Labeled 12, it controls the aircraft's flight path.
 - APU (Auxiliary Power Unit):** Labeled 12, it provides power to the aircraft's systems.
- Ground Access Point:** Labeled 42, it is used for ground-to-aircraft communication.
- Ground Access Point:** Labeled 40, it is used for ground-to-aircraft communication.
- Ground Access Point:** Labeled 46, it is used for ground-to-aircraft communication.
- Ground Access Point:** Labeled 48, it is used for ground-to-aircraft communication.

The diagram shows a complex network of connections between these components, indicating a highly integrated and automated system.

FIG. 2
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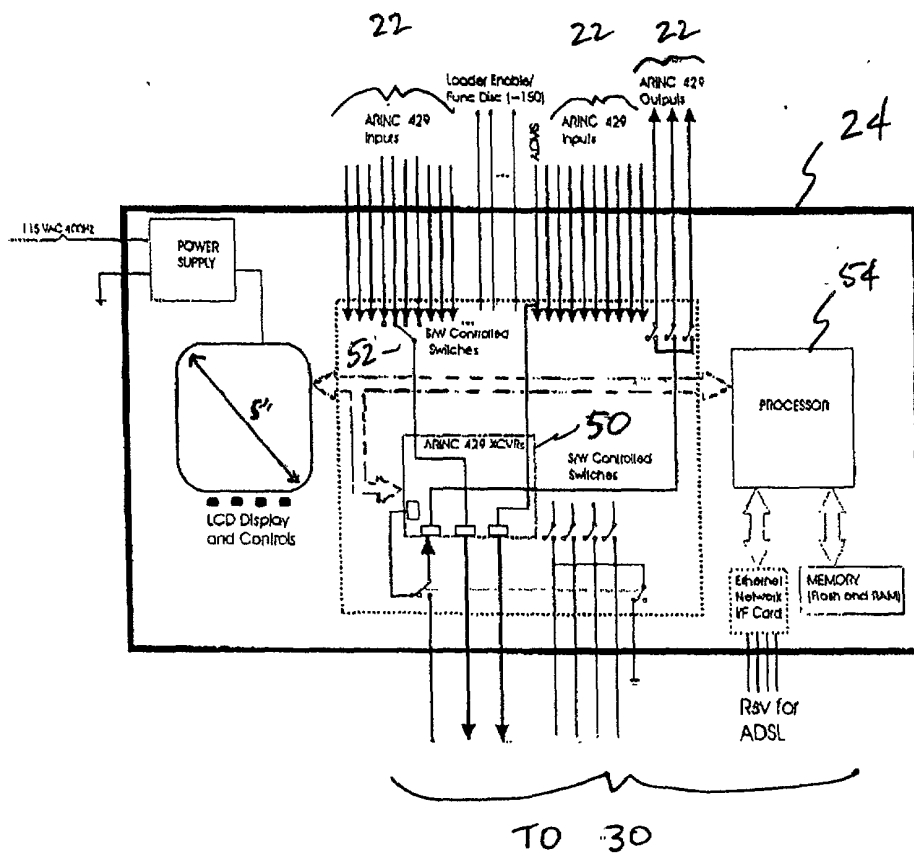


Fig. 3